THE FAMOVS GAME of Cheſſe play.

Being a Princely exerciſe; wherein the Learner may profit more by reading of this ſmall Booke, then by playing of a thouſand Mates.

Now augmented of many materiall things formerly wanting, and beautified with a three-fold Methode, viz. of the Cheſſe-men, of the Cheſſe-play, of the Cheſſe-Lawes.

By Jo. BARBIER. P.

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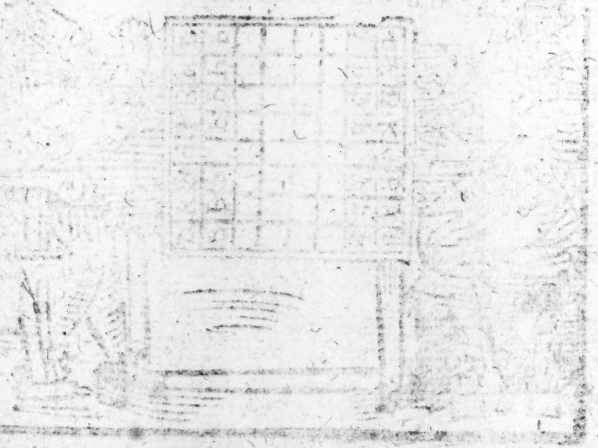

TO THE

Right Honourable, thrice Noble, and Vertuous Lady

LUCY, Countesſs of *Bedford*, one of the Ladies of her Majeſties Privy Chamber.

Madam,

THis little Book not ſo much for the ſubject ſake (thogh much eſteemed) as for bearing in front your Honours honoured Name, ha-

ving found that good acceptance with the world, as now to come to be re-imprinted, I have beene deſired by the Printer, my friend, a little to review it, and finding it indeed a pretty thing, but with ſome wants, ſpecially of a good Methode, I have to my beſt skill rectified it for him, leaving to the Authour (now deceaſed) with the good reſpect and commendation due to him for his honeſt and generous endeavour, his Phraſe and Stile whole, as farre as I might. Of this (Madam) I now preſume to offer your Honour the Cenſure; whoſe ſingular judgement and love, in and unto this Noble exerciſe, is reported to be a chiefe grace to the ſame: that ſo both his Labour with mine herein, may returne to the ſacred Shrine of your Honours vertues, there ſtill to receive protection, againſt Ignorance and Malice.

For

For which attempt of mine, humbly craving pardon, I rest,
Noble Madam, of

Your Honour

the most submisse

Observant,

J. Barbier. P.

To the Courteous Reader.

THere haue beene diuers which haue written of the Game of Cheſſe-play, who haue neglected to write the particulars of the ſame, but haue ſpoken ſomething, which is as much as nothing, for the inſtruction of the Reader: therefore do I imagine, they wrote all they knew, or otherwiſe, not ſo much as they might: wherefore courteous Reader, if it ſhall pleaſe thee to read this ſmall Booke, which to do will ſoone be performed, thou ſhalt finde in it, more then yet hath beene written by any other, in very brieſe manner, which will profit thee more then playing of a thouſand Mates. For in this Booke ſhalt thou finde firſt with the names and figures of the men, how to place them, then their draughts,

draughts, and how they ought to be played, and after I have ſhewed thee ſome reaſons that there can be no rule for this Game, (as ſome hold opinion there is) then ſhalt thou finde many pleaſant playes to give thee delight and encouragement to proceed in exerciſing this Game: Alſo thou ſhalt learne directly, what a blinde Mate is, and likewiſe what a Stale is, and how it happeneth to be given. And laſtly with a word of admonition, how thou oughteſt to behave thy ſelfe in playing at this Game: thou ſhalt likewiſe be informed of the Lawes thereof, that both thou mayeſt underſtand it rightly, and be troubled with no controverſie.

Vale,

A. S.

To his Booke.

GOE forth my little Booke,
Thou art no longer mine:
Each man may on thee looke,
The ſhame or praiſe is thine.

But ſeeke thee for no praiſe,
No thanks nor yet reward,
Yet all men for to pleaſe
Have thou a chiefe regard.

The labour hath been mine,
The travell and the paine,
Reproaches ſhall be thine,
To beare thou muſt be faine.

For as to pleaſure many,
'Twas that I wiſhed ever;

Right

To the Reader.

Right ſo to diſpleaſe any
I purpoſe to do never.

But if thou pleaſe the beſt,
And ſuch as be of skill,
I paſſe not for the reſt:
Good men accept good will.

Hadſt thou remain'd with me,
Thou ſhouldſt have had no blame,
Since thou abroad wouldſt be,
Go forth and ſeeke thy fame.

Arthur Saul.

To the Reader.

ALL you that at the famous Game
of Cheſſe deſire to play,
Come and peruſe this little Booke,
wherein is taught the way.

The hidden ſlights to underſtand
that no man yet hath ſhowne,
Which other Authours ſpeake not of,
and ſtill remain'd unknowne.

Even all things that concernes this Game,
and may thee excellent make
Therein was cauſe that me did move,
this paines to undertake.

Wherefore peruſe this little Toy,
as time ſhall thee permit:
And thou haſt little elſe to doe,
the clofely at it ſit.

Wher

When thou with ſtudy deep haſt toyl'd,
and over dull'd thy braine,
Then uſe this Game which will refreſh
thy wits and it againe.

But ſcorne thou or at Cards or Dice
the nights and dayes to ſpend;
As many which by them obtaine
flat beggery in the end.

Beſides the blaſphemies and oathes,
that loſers often uſe;
Which ugly vice might all men make
both Cards and Dice refuſe.

The order of the men in verſe,
here alſo ſhall you finde,
Thy knowledge better to increaſe,
and ſatisfie thy minde.

Firſt, for the Pawnes here underſtand,
their march is right forth ſtill,
And whoſo doth before them ſtand,
they have no power to kill.

But as they march, who ſo they finde,
do in their colour ſtand,
Such may they kill, or check aſlope,
to the right or left hand,

Not any in the reare of them,
they can one check or ſpoile,
Forth muſt they march, and not retreat,
but keep their Ranke or File.

Till by command they pointed are,
their King for to relieve,
Then muſt they boldly unto warre,
his foes to vex and grieve.

And comming at the laſt in place
where Knights and Lords did dwell,
Their King ſhall give to them like grace,
becauſe they ſerv'd him well.

Thus being Biſhops, Knights, or Rookes,
their Kings they'le better ſteed,
The Kings may make of them a Queene,
if they have any need.

Yet ere they can ſuch honour have,
all ſtormes they muſt abide,
And do their beſt, their Kings to ſave,
What danger ere betide.

The Biſhops that attend the Kings,
aſlope do uſe to fight,
The one in black doth helpe the King,
the other in the white.

Their check in field extends as far
as any of the reſt,
What colours they are placed in,
there muſt they do their beſt.

The Biſhop black, in black muſt march,
and therein uſe his skill,
For in the white he may not come,
no man to hurt or kill.

The Biſhop white, in white muſt ſerve,
ſo long as he doth live,
To any which in back doth ſtand
he cann ot one check give.

The Rooke in value is halfe a Queene,
and halfe her draught hath he,
Right forth and back, and from each ſide,
he can give check for thee.

Through all the colours of the field,
in ſuch wiſe may he check,
And alſo when occaſion ſerves,
relieve the King with neck.

Like to a Horſe-man doth the Knight,
aſſiſt the King alwayes,
And over Ranke or File he leaps,
his honour for to raiſe.

When he gives check unto the King,
and is not for it ſlaine,
The King muſt move out of his place,
elſewhere for to remaine.

The Knights being forth, and comming in
ſuch houſes as are white,
May helpe or harme, eight waies them fro,
during the time they fight.

Like all the men within the field,
the Queene may aid the King,
Yet like a Knight no aid at all
ſhe can unto him bring.

Through all the Houſes of the field,
the Queen may take her pleaſure,
And uſe her power to helpe her King,
ſtill in a modeſt meaſure.

If in her march ſhe prove ſevere,
and taketh all ſhe may,
Tis for the ſafeguard of the King,
that ſhe makes cleare the way.

For this ſhe may not blamed be,
that ſeeks her King to ſave,
It is her glory for to ſtrive,
her King in peace to have.

The King in Majeſty doth march,
one ſtep at once he goes:
Further no time can he go forth,
for feare of forraigne foes.

If the black King ſhall bring a man,
unto the white Kings ſide,
And then and there give him one guard,
he may there ſtill abide.

Without which helpe if he preſume,
ſo neare the King to ſtand,
If need require, ſuch one the King
may kill with his owne hand.

None of the Kings can take a man,
that ſtandeth on a guard,
'Twere check at once, if he did ſo,
therefore he muſt be ſpar'd.

Thus may you learne, the Kings no time
can into a check goe:
In places where no perill is,
they may march too and fro.

Know you that this ſhall read or ſee,
I wiſh nought for my paine,
If it thee pleaſe, I have content,
I ſeeke no other gaine.

Arthur Saul.

The Contents of the Booke.

In the first part which sheweth what belongeth to the men.

First,

Of the *Antiquity of the Game, and what it representeth.* Chap. 1

Of the Shapes and Names of the Chesse-men. 2

Of the placing of them. 3

Of their Draughts. 4

Of their Guards 5

Of the names and resemblances of the great men. 6

Of the difference of worth of the great men. 7

Of the difference of Pawns in their worth. 8

Of the Prerogatives belonging to some of the Chesse-men. 9

That there is no rule for this Game. 10

In the second part, which teacheth how to play at this Game.

First,

Of the first Draught. Chap. 11
Of playing the men in guard of each other. 12
Of taking first, and changing man for man. 13
Of intrapping the Queene. 14
Of surprising the Rookes. 15
Of a Forke. 16
Of a Discovery. 17
Of making a new Queene. 18
Of the Scholers Mate. 19
Of the Mate at two draughts. 20
Of a blinde Mate. 21
Of a Stale. 22
Of a dead Game. 23
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In

In the third part which consists of the Lawes of the Game.

1. *Of touch man and go, touch point and stand.*

2 *Of taking up your adversaries man, and setting it downe againe.*

3 *Of your Adversaries playing false.*

4 *Of your playing false.*

5 *Of misplacing your men.*

6 *Of passing a Pawnes guard.*

7 *Of making a new Queene.*

8. *Of the power of the new made Queen, even in the making.*

9 *Of the power of any new made piece.*

10 *Of the Kings changing with either Rooke.*

11. *Of the certainty of the Kings standing in his Change.*

12 *Of the Kings place of standing in his shifting.*

13 *Of the Rookes place of standing in shifting with the King.*

14 *That*

14 That the King may not goe over a check in ſhifting.

15 Of your playing into checke.

16 Of ſtanding in checke.

17 Of the Kings not comming cloſe each to other.

18 Of a dead Game.

19 Of laying a wager of the Game.

20 Of giving the Game over unfiniſht.

21 Of a blinde Mate.

22 Of a Stale.

A Briefe of theſe Lawes to be paſted on the backſide of your Cheſſe-board.

Even

EVen like your double tongu'd Lawyer
that the caſe can vary,
So, as to make the ſame appeare
moſt juſt, and moſt contrary:
Our *Barbier* tels there is no rule
whereby to play this Game,
Yet many pretty Rules here gives,
whereby to win the ſame.
And whilſt that he one Scholer teacheth
well (if he can chooſe it)
The witty way this Game to win,
another muſt even looſe it.
By theſe contraries what is ſhew'd,
We may conclude, and ſay,
That nimble wits do what they liſt,
whilſt duller what they may.

Jo. W. Gent.

THE FIRST PART of the Famous Game of Cheſſe-play: Concerning what belongeth to the Cheſſe-men: and firſt,

Of the Antiquity, Profit, and Pleaſure of the Cheſſe-game, and what it repreſenteth.

CHAP. I.

HOr the Antiquity of this Game, I finde upon record, that it was Invented 614. yeares before the Nativity of Chriſt; ſo that it is now 2252. yeares ſince it hath beene practiſed: and it is thought that *Xerxes* (a puiſſant King,) was the Deviſer thereof, though ſome be of opinion

opinion that it was made by excellent learned men, as well appeareth by the wonderfull invention of the ſame. For it requireth the whole minde of a man, whilſt the game doth laſt; yea, in ſuch ſerious attention, as elſe he ſhall not diſcerne the drift of his adverſary, untill it be too late for him; nor be able to frame any projects of his owne, available to his purpoſe. So that whatſoever he be that is deſirous to learn this game of Cheſſe-play, he ought to be of good apprehenſion, and to have a good memory, without which things, he ſhall never play well at it.

Now if thoſe which play bee of equall judgement in the Game, and have indifferent good skill therein, both they themſelves ſhall be much delighted, and the ſtanders by ſhall take a ſingular pleaſure in beholding their play; when they ſhall ſee the one Kings forces bravely encountering

ring the other: this one while assaulting, that stoutly defending, and peradventure putting the assailant to the worst, upon the least neglect that may bee. Oh that this Game were rightly esteemed of according to the worth thereof, and practised for passime, instead of many offensive and leſſe industrious Games. Then would there not happen such frequent quarrellings, sudden stabbings, cheatings, and coosenings amongst men, and like enormities, as usually fall out at other games. For since I was able to play at it, (which is many years agoe) I never yet knew any fall out at the same; a man having no occasion to be offended with him he playeth withall, but rather to blame himselfe, when as through his owne improvidence, his men miscarry or perish. To be briefe, it carrieth the glory above all other Games, for a peaceable and Princely exercise: wherein neither

ther hazard, fortune or chance, have any the leaſt part, but meer wit, induſtry, invention, and foreſight, do beare away the Prize.

It is alſo recommendable for what it repreſenteth (to wit) the fierce encounter of two Armies in ſet battell (the action moſt liked of, of the moſt Heroick ſpirits) where, when the one King commeth to aſſault the other, he preſently draweth forth many of his men, to make good the place aſſaulted. But you will ſay, the Cheſſemen are but few: how then, when an aſſault is made, can there many bee brought forth, to defend that aſſault; for bringing much aid to one place, another may be left too weake, and ſo all may bee hazarded. To this I anſwer: albeit the number is ſmall, yet by the skilfull playing forth but of one man alone, you may hinder the aſſault of two or three, or more, as ſhall bee ſhewed hereafter.

Finally,

Finally, beſides many morall myſteries that this Game ſecretly containeth: It is like unto a well compoſed Common-wealth; the piece called the King, repreſenting the Monarchik Majeſty: that called the Queene, the Kings chiefe Lievetenant, or the Generall of his Armies: the other three great pieces likewiſe do repreſent the three eſtates of a Land, (to wit) the Biſhops, the Clergy or Gowne-men: The Knight, the Nobility or Sword-men: the Rooke, the Commonalty, or Plough-men: For ſo the profeſſion of all men in a Common-wealth divideth it ſelfe into theſe three, *Oratores*, *Aratores*, and *Bellatores*. Now the Pawnes, they are the Mercenary Souldiers, or delving Pionniers, yet who attain to greateſt preferment of any of the reſt. For, when through valorous endeavour a Pawne arriveth ſo far as to the adverſe Kings Ranke, in any of his files, or Noble Houſes; there

there (by consent of all) hee is create
Generall of his owne Kings force
that is made a Queene; if so the fo
mer Generall be slaine, and our
the field: which rich reward of ve
tue conferred on the least, is a mora
Embleme incouraging all in a Com
mon-wealth, worthily to carry them
selves, and to doe their best *devoire*, fo
the honour of their King, good, an
safety of their Countrey.

Of the Shapes and Names of the Chesse-men,

CHAP. II.

AS your Astronomers have devi
sed Characters, aptly represen
ting (as it were, to the view) the perso
nages and things, from which both
the Planets and other Celestiall signe
have had their denomination: So
they

they that firſt found out this game of Cheſſe-play, did contrive certaine different ſhapes or Figures, well anſwering the names they have given to the pieces. The firſt or higheſt, doth well reſemble a King, with a crowne on his head, and it is called the King: the next in height, and likeneſſe of making, both reſembleth and is called a Queene: thoſe with high cloven heads, like to a Biſhops Miter, are called the Biſhops: they with heads cut allaunt, as though they wore a feather or plume at their helmet, are called Knights: the laſt are called Rookes (be like of the latine word *Rus*) which ſtanding for the yeomanry, reſemble a good Farmer, or a plaine (though rich) freeholder, with his round button'd Cap on his head: the Pawnes, ſo termed of the French word *Pions*. (that is to ſay, men expoſed to warlike danger) are like Souldiers or Servingmen, clad all of one

Live-

Livery, that is (all of one ſhape:) each great piece, or Noble-man hath one of theſe to wait upon him ſelfe.

How to place the Cheſſe-men.

CHAP. III.

THE Cheſſe-board ſtanding as heere thou ſeeſt, with the white corner

on thy right hand, rather then the blacke, though otherwiſe it be not much materiall; thou ſhalt then place the white King in the fourth Houſe, being black, from the corner of the field, in thy firſt or lowermoſt ranke, and the black King thou ſhalt place in a white Houſe, being the fourth on the other ſide, in thy adverſaries firſt rank, juſt oppoſite againſt the white King: then place the white Queene next unto the King of her colour, in a white houſe, which is the fourth, on that ſide the field: likewiſe the black Queen in a black houſe, next to her King in the ſame ranke: for ſo is the ſaying, *Servat Regina colores.*

Thus when you have placed the Queenes next to their Kings, then ſhall you place on the other ſide of the Kings, in the ſame ranke, firſt a Biſhop, becauſe that being the man of counſell, he obtaineth the place before the Knight, who is the man of

execution, according to the saying, *Cedant arma togi*; place yee therefore the Knight next after the Bishop: and after your Knight the Rooke, (which is the Land-tyer) in the last place and corner of the field: On the Queenes side, and next to her, place also a Bishop, then a Knight, and a Rooke.

And lastly the Pawnes, place before each great piece one, as the attendant of the same piece, so that as the great men doe fill up the first Ranke, the Pawnes likewise, must fill the second Ranke, from one corner of the field to the other. And then looke how many great men and Pawnes belongs unto the King, so many have the Queenes, pertaining to their attendance: to wit, three great men, and foure Pawnes a piece: that is, one Bishop, one Knight, and one Rooke; their owne Pawne, their Bishops Pawne, their Knights Pawne,

and

and their Rookes Pawne.

what is the Draught or march of each peece.

CHAP. IV.

THe men thus ſeated or placed, it commeth next to be knowne what their march is, and how they are advanced, and likewiſe how they take, guard, and checke.

Firſt therefore of the Pawnes, who like adventurous Souldiers, commonly begin the Skyrmiſh, and give the firſt onſet; their march is forward in their owne file, one Houſe at once onely, and never backward, for the Pawnes alone never retire. And the manner of their taking or ſlaying their enemies, is (like as an Archer delivereth his Arrow, ſomewhat ſideling of his Bow-hand) aſlope, in the

next houſe forward, of the next file to him on either ſide: where, when he hath taken his enemy, and placed himſelfe in his place, he proceedeth afterward to remove forward ſtill one houſe at once in that file, untill occaſion bee given him to take againe. Where obſerve that this piece alone taketh not as he goeth, for hee goeth forward, and taketh ſidelong or aſlope.

Now as the Pawne taketh, as above is ſaid, ſo and no otherwiſe guardeth hee any of his owne ſide: that is hee guardeth a piece of his ſide, which ſtandeth in that place, where if it were an adverſe piece the Pawne might take it. In the ſame ſort alſo doth a Pawne checke the King, to wit, as hee taketh, not as he goeth; which checke of the Pawne, if the adverſe King cannot avoid, either by taking up the Pawne himſelfe (if the Pawn be unguarded) or cauſing

him

him to be taken by ſome of his pieces, he muſt either remove himſelfe out of the ſaid Pawnes checke, or if he cannot, it is Pawne-mate, and ſo the Game is ended, and loſt for him whoſe King is ſo mate. This is the Pawnes draught.

Now the Rook, like one ploughing with Oxen, goeth forward and backward in any File, and croſſe-wiſe, too and fro in any ranke ſo far as he liſteth, and that there ſtandeth no piece betweene him and the place he would goe to: ſo doth the Rooke root out any adverſe piece: So guardeth he his owne, and ſo likewiſe doth he check the King: which check if that K. cannot either cover, by interpoſing ſome piece of his, betweene the checking Rooke and himſelfe, to take the Rook, or cauſe him to be taken, he muſt remove himſelfe out of that check, or it is Mate, and the Game is ended.

This is the Rookes draught.

The Knight, like one managing of a great horſe, skippeth forward, backward, and on either hand, from the place he ſtandeth in, to the next ſave one, of another colour; which is a ſlope march. So ſlayeth hee his foes, guardeth his friends, and checks the adverſe King: which check, becauſe (like the pawns check) it cannot be covered, the King muſt either remove, or cauſe the Knight to be taken (for, himſelf cannot take the Knight that checks him) or it is mate, and the Game is ended. This is the Knights draught.

The Biſhop (like a grave Senior, as it were, riding on a Mule, never out of his owne track:) walketh alwayes in the ſame colour of the field, that hee is firſt placed in, forward and backward, aſlope every way, ſo far as he liſteth, and that his way is cleare betwixt him and the place hee intends to goe to: So rebuketh hee the adverſary, ſo guardeth his conſorts,

and

and checketh the adverſe King; which unavoided, (as above is ſaid) is mate to him, and then the Game is ended. This is the Biſhops draught.

The Queenes walke is more univerſall: For like a vigilant Generall, proling through all rankes, files, and quarters of an Army, either in himſelfe or in his Authority; ſhee goeth the draughts of all the above named pieces, the Knights onely excepted, (for ſhe goeth not from one colour to another aſlope) ſo far as ſhe liſteth, and findeth the way unclog'd of any piece: ſo vexeth ſhe her adverſaries, ſo protecteth ſhe her people, ſo mateth ſhe the King; unleſſe (as above is ſaid,) he remove, cover, take, or can cauſe her to be taken: For, elſe it is mate, and the Game is ended. This is the Queenes draught.

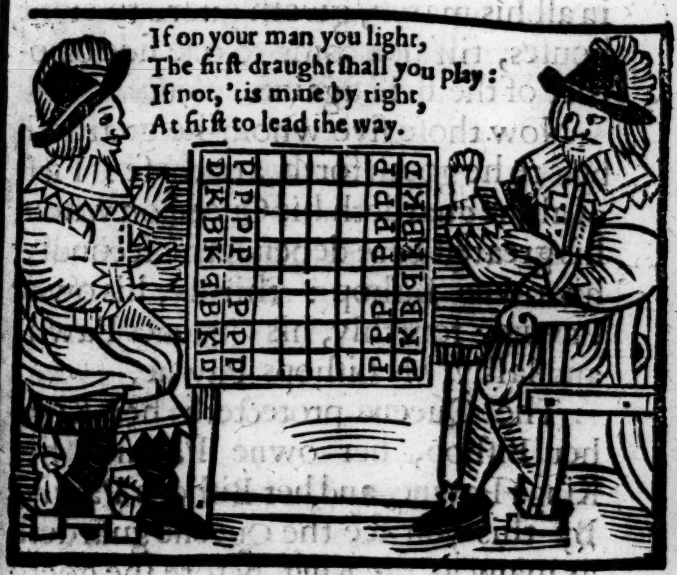
Now the Kings walke is full of Majeſty, removing at once but as out of the Hall into the Great-Chamber:

thence at another time, into the Presence: and so to the Privy-chamber, & after to the Bed-chamber, &c. He stirreth (I say) but from his own place, to the next to him any way, that either is empty of his owne people, or where he may take and slay any unguarded enemy, or where he may stand unchecked of any adverse piece. So confoundeth hee his Foes, defendeth his subjects, but checks not the adverse K. who must never come so neare him as that they should check each other: for there must ever be one house or place at least, betwixt the two Kings, although unoccupied of any other piece: and if one King were driven to that distresse as to flye for safety into the King his adversaries bosome, then is it mate or a stale: and so the Game is won for him that giveth the first, and lost for him that giveth the latter.

This is the Kings draught, and the severall draughts and walks of every one of the *Chesse-men*. *An*

An Example how the Cheſſe-men guard each other, by their ſtanding, or firſt placing.

CHAP. V.



THe Kings have either of them ſeven men apiece, and their Queens

as many to attend them, as before is ſaid: The King (whether blacke or white) giveth guard to five perſons or pieces, before he goeth forth, and being once advanced forwards into the field, although it bee but into the ſecond houſe, hee then, and ſtill after, in all his march, giveth guard to eight houſes, till hee come to one ſide or other of the field againe.

Now thoſe five whom he guardeth before he goeth forth are theſe: Firſt of all, he guardeth his Queen, on whom his greateſt care dependeth: ſecondly, his owne Biſhop: thirdly, his owne Pawne: fourthly, his Queenes Pawn; and laſtly, his Biſhops Pawne.

The Queene protecteth her King, her Biſhop, her owne Pawne, her Kings Pawne, and her Biſhops Pawne: By this you ſee the Queene guardeth as many as the King, before ſhe goeth forth, and after, till the field be wonne or loſt. The Kings Biſhop giveth

guard

guard to the Kings Pawne, and to his Knights Pawne: the Queenes Biſhop giveth guard to the Queenes Pawne, and to the Knights Pawne: the Knights give guard but to three Houſes a-piece before they goe forth, but after they are from the ſide of the Field, they give guard to as many houſes as the King or Queene doth. Now thoſe Houſes which the Knights guard ere they goe forth are theſe; the Kings Knight giveth guard to the Kings Pawne, and to the third houſe in the front of the Kings Biſhops Pawne, and to the third Houſe in the front of the Kings Rookes Pawne: the Queenes Knight giveth guard to her Pawne, and to the third Houſe in the front of her Biſhops Pawne, as alſo to the third houſe in the front of her Rooks Pawn. The Kings Rooke giveth guard to his owne Pawne, and to the Kings Knight, & to no more, until he be from the ſide of the field, and then he giveth guard

to

to foure Houſes, and in like ſort is th
power of the Queenes Rooke. Th
Pawnes alſo before they be advance
forward into the Field, give guard t
theſe houſes or places; to wit, th
Kings Pawne giveth guard to the thir
Houſe before the Queene, and to th
third houſe before the Kings Biſhop
the Queens pawn giveth guard to th
third Houſe before the King, and t
the third Houſe before her Biſhop
the Kings Biſhops Pawne giveth guar
to the third Houſe before the King
& to the third Houſe before the King
Knight: the Queenes Biſhops Pawn
giveth guard to the third Houſe be
fore the Queen, and to the third Houſ
before the Queenes Knight: the King
Knights Pawne giveth guard to th
third houſe before the Kings Biſhop
and to the third houſe before th
Kings Rooke: The Queenes Knight
Pawn giveth guard to the third houſ
before the Queenes Biſhop, and

to

to the third Houſe before the Queens Rooke: the Kings Rooks Pawne, and the Queenes Rookes Pawne, give but one guard apiece, and that is, to the third Houſes before the Knights, by reaſon they ſtand on the ſide of the field. Thus have I ſhewed you, from the King to the Pawne, how the men guard each other, before any of them be ſtirred from the places of their firſt ſtanding.

Of the difference in worth among the great men: and firſt by occaſion thereof.

A ſatisfaction concerning the Names and reſemblances of the great men.

CHAP. VI.

WHereas in the former Chapters (eſpecially in the firſt and ſecond) I have given a denomination to the pieces, or *Cheſſe-men*, accor-

according as moſt uſually they are thereby knowne in *England*, and withall in their *analogick* reſemblances have ſaid, the Rooke to repreſent the Communalty, or third Eſtate of a Common-wealth, of which third Eſtate, the chiefeſt member is (queſtionleſſe) the Countreyman and Land-tyller: I am not ignorant that as there are other Names in uſe, with ſome, there are alſo other Analogies and reſemblances given; ſome tearming the Queene the *Amazone*, of her going forth to warre, whileſt the King, her Husband, ſeemeth to ſit ſtill at home, as it is reported the uſe of thoſe women to have beene heretofore, in that (I thinke) *Utopian* countrey: likewiſe the Rooke is called of ſome the Duke; and their reaſon I ſuppoſe, becauſe it is a piece next of worth in this play to the Queene: But by their patience, that name (for the right ſignification of a Leader,)

were

were fitter in my minde, for the piece called the Queene, whoſe much going abroad to and fro, with that unlimited command, ſeemeth to bee a leading forth of all the men to Battell: The Rooks moreover, by tarrying moſt at home (which is commonly the beſt play,) ſeeming as uncapable of the name of Leaders or Dukes.

But the truth is, we may allow them that Name, in the ſence that the *French* ſeemes to inferre, by their denomination of this piece, which they call *Le Roc*, or *Le cuſtode de la Roche*, (that is to ſay) the Rock or Keeper of the Rocke: intending thereby, the Governor of a Province, which commonly is reſident in the ſtrongeſt Caſtle in the Countrey, and thoſe Caſtles are ſtrongeſt, the which are built on a Rocke: which Governments or Preſidentſhips of Provinces likewiſe, are there conferred, on the greateſt men, and they are commonly Dukes.

So

So that although theſe Dukes ſeeme remote from the King and Court, yet in their ſubſtitution and truſt on them repoſed, they may bee accounted in worth and power next to the King. In this ſenſe (I ſay) may the Rookes bee called Dukes. For the Biſhop, the *French* likewiſe doth team it, *L' Archer*, that is to ſay, the Archer, or Bow-man; becauſe of his draught, which is ſideling aſlope, as an Archer doth deliver his Arrow.

But notwithſtanding this diverſity of names and acceptions, I will in the compariſon of the difference of worth among the pieces, keepe my firſt denomination: not declining likewiſe my former *analogy*, eſpecially, for the Rooke; which having ſayd to reſemble in one piece, the united body of the Commons, (ſurely the greateſt part, and very *Baſis* of the State politicke) is (and no marvell) of worth therein next to the King and Queene,

the

the other Estates, how Honourable soever, being but Ministers under the King, for the safe guiding and protection of that his people, or third Estate of the Land.

The difference of the Great men in their worth.

CHAP. VII.

MAny that can play a little at this Game, perswade themselves, that if they can take one Great man for another, they shall doe well enough, but they are much deceived; For there is a great deale of difference in the men, which appeareth thus.

The King advised by his Counsell of Warr, not to bee fit that hee should expose his owne Person unto danger, upon every occasion

ordaineth a Generall under him, to have the command and leading of his men; which General hath under him Colonels, Captaines, and other inferiour Officers to assist him, for the better guiding and governing of the Army: Even so at this Game, there is a Generall, which is the Queene, and she doth more service then any two or three other Great men; and if she happen at any time to bee lost, the King whose Queene is taken, will certainly lose the Field, unless the other be so silly, as not to make use of such an advantage.

Know therefore, that if one of the Kings, for to take the adverse Queene loseth two or three of his best men, as both his Rookes, and a Bishop or Knight, yet hath he the advantage, if he can handle his Game well.

Next to the Queene for value is a Rooke; for by how much a Queene is more in worth then a Rooke, by so

much is a Rooke more in worth then a Biſhop or Knight: ſo that a Rooke is more worth than either two Biſhops or two Knights, by reaſon he can give a Mate himſelfe, with the helpe of the King, which no other piece can doe, unleſſe it be a very skilfull player that doth it: but every Scholler at Cheſſe-play can give a Mate with a Rooke and a King, ſooner than will be done with any other two men.

Now the Biſhops are accounted better than the Knights, by reaſon they can give a Mate with the King, when no other men are left to helpe them, a great deale more eaſily than the Knights, which hardly, or not at all can do it: yet had I rather loſe a Biſhop than a Knight, becauſe the Knights checke, is more dangerous than the Biſhops: for the Biſhop is tyed to one colour of the Field, out of which he may not paſſe, but the

Knight passeth into all the Houses o the Field: the Bishops check may b covered, the Knights checke cannot and moreover, if it happen one of th Kings to have no other men le but his Bishops, and the other Kin none but his Knights, the Knight may with their checks, take the Bi shops one after another, because th Bishops cannot guard each other which the Knights can doe: so that a the beginning of the Game I had ra ther lose my Bishops for my adversa ries Knights, then on the contrary, lose my Knights, to gaine my adver saries Bishops.

Thus much for the differences of worth in the great men.

The differences of worth among The Pawnes.

CHAP. VIII.

AS for the Pawnes, there is not ſo much to bee ſayd as of the Noble men, by reaſon there is not that kind of variety in their Draughts: Onely thus, the Kings Biſhops Pawne is the beſt Pawne in the Field: and therefore there ought more care to be had of him, then of any other: For if it ſhould ſo happen that the blacke King ſhould loſe his Biſhops Pawne, for the gaining of the white Kings Pawne, yet the blacke Kings loſſe were the greater, becauſe hee would not afterwards bee able to make a ranke of Pawnes, of three on a ranke, on that ſide of the Field, for his owne ſafe-guard, which is

a great disadvantage; wherefore it were better for either of the Kings to lose his owne Pawne, than his Bishops pawne. But if it be said that the King which loseth his Bishops pawne may relieve himselfe on the other side of the Field, turning to his Queenes Rookes quarter, where hee shall have pawnes enough to succour him: I answer, it is true, he may doe so, but he will be longer in bringing his purpose to effect; because there are more pieces betweene his Queenes Rooke and him, by one draught, then betweene his owne Rooke and himselfe: so that in the playing of that draught hee will indanger to lose the Game, if his adversary can but make right use of an idle draught. The Kings owne Pawne is next of worth, which often keepes the King from a check by discovery: then the Queenes Pawne is next, and afterwards the Knights Pawne, and last of all, the

Rookes Pawnes: for that they give guard but to one houſe of the field a piece. Thus much for the value of the pawns, the one more then the other.

Of certaine Prerogatives belonging to ſome of the Pieces in Cheſſe-men.

CHAP. IX.

AS in a well ordered Common-wealth there are certaine gratuities uſually beſtowed on two ſeverall kindes or degrees of men, on the Higheſt, and on the loweſt, on the Prince, and on the Poore or Begger: on the Prince, as a preſent or ſubſidy: on the poore, as a benevolence or Gift: So at this Game of Cheſſe-play, there are two of the pieces which do challenge extraordinary allowances, that none of the reſt can

pretend, to wit, the greateſt and the leaſt, the King, and the Pawne: The King, as his Prerogatives or Royalties: The Pawne, as his Priviledges and Immunities: And there are two of them belonging to each of theſe pieces.

The firſt Prerogative pertaining to the King is, That whereas his remove or draught hath been ſaid to be from the place of his ſtanding at any time, to the next Houſe or place, in File or ranke, of any ſide (that is, one onely ſteppe at once) yet if at any time his ranke be cleared of his men, ſo that none ſtandeth betwixt the King and the Rooke of either corner, hee the King may then, for his more ſafety, change or ſhift with what Rooke hee liſteth, betweene whom and himſelfe the way or ranke ſtandeth empty of other men: ſo long as neither hee, the King, nor the Rooke he meaneth to change with all, hath yet beene removed,

moved any draught from the place of their firſt ſtanding: and the manner of the Kings changing or ſhifting with a Rooke, is this; the ranke cleared as I have ſayd, and neither King nor Rooke having yet ſtirred, he may goe two draughts at once to his owne Rooke (and ſo toward his Queenes Rooke) cauſing the Rooke hee changeth withall to leave his place, and to come and ſtand by him on the other ſide; that is, his owne Rooke in the Biſhops place, and the Queenes Rooke in the Queenes place: and either of theſe changes but for one draught: This is the Kings firſt Prerogative: the ſecond is this: That whereas by permiſſion of warlike Diſcipline, hoſtile and violent hands may be layd on any man, by any adverſary, on whoſe danger his fortune carrieth him, the King alone is hereof excepted: on whom no ſuch violence muſt be uſed by any man, but he is onely to be ſa-

lated

ſaluted by that adverſary on whoſe way he commeth with the word *Check*, thereby admoniſhing him to looke to his more ſafety: And if that adverſary ſhall yet do this, unguarded, in a place ſo neare the King, as whereby his true draught he may ſtep, the King may there ſlay him with his owne hand, if ſo hee thinke good. This is the Kings ſecond Prerogative.

Now the firſt priviledge belonging to the Pawne, is, that whereas his remove is but to the next Houſe forward, in his owne File at once (when he marcheth) and to the next Houſe ſide-long aſlope forward, of the next File of either ſide, (when hee taketh) the Priviledge, I ſay, belonging to the Pawne is, that any Pawne may remove to the ſecond Houſe forward which is the fourth Ranke in his owne File, for his firſt draught, and ever after, but one forward at once: This is the firſt Priviledge of the Pawnes, the

ſecond

ſecond is much greater, and that is this: When any Pawne through valorous endeavour, reacheth ſo far as to the adverſaries firſt Ranke, and there placeth himſelfe into any of his Noble Houſes, hee is there even by that fact, endued and dignified, with both the Name and power of a Queene, and ſo becommeth a Generall of his owne Kings forces, if ſo be the firſt Queene or Generall be ſlaine before, and throwne out of the field: And if the firſt Queene bee yet ſtanding in the field, the Pawne comming to his adverſe Kings ranke aforeſayd, in any houſe whatſoever, may there be made what piece ye pleaſe, that already you have loſt, that is, either Rooke, Biſhop, or Knight: This is the Pawnes ſecond and greateſt priviledge, which affordeth the morrall, ſpoken of in the end of the firſt chapter. Thus much of the Prerogatives of theſe two pieces, the King and the Pawne.

That

That there is no Rule for this Game.

CHAP. X.

HAving thus in the former Chapter plainly shewed thee, *Reader*, what belongeth to the *Chesse men*, to wit, the Names, Places, and Draughts of all, and the priviledges of some: It would now follow in fit order, I should begin to shew thee how to play the Game: But for as much as some are perswaded it may bee playd by a certaine Rule; so as who hath that Rule, may play with the best Gamester at it and be sure to win the game (for so it must follow, or else it is no good Rule) give me leave ere I proceed any further, to satisfie thee in a word or two to the contrary, that there is no such Rule, nor that no such Rule

Rule can be by the wit of man inven-
ted or preſcribed. For, firſt if there
were a Rule for this game, then might
every ſhallow-witted fellow, that on-
ly had memory, (though no judge-
ment) be a Cheſſe-player; whereas
we ſee it is onely ſtrength of wit and
ripeneſſe of provident induſtry, that
enableth a man to play well at this
Game. Againe, were there a Rule for
it, then ſhould there be but one man-
ner of beginning, and one manner of
ending, which cannot be; for he that
can play knoweth, ſometime the game
is begun with ſome of the Pawnes,
another time with any of the Knights:
ſometimes with Pawnes and Noble-
men, ſometimes with Noble-men
alone: Alſo if there were a Rule for
the Game, how commeth it to paſſe
that a Mate is given with any of the
men in the field upon guard, and ſome
of the men will give a Mate without
a guard? and that is when the diſtreſ-

fed King is driven to the ſide of the Field, or to a corner of the Field: the purſuing King lodging in the third Houſe oppoſite againſt him, then the Queene aſſailant, or one of the Rooks aſſailant, giveth the Mate to the diſtreſſed King, by falling into any of the Houſes, in the ſame Ranke or File, where the diſtreſſed King ſtandeth: but upon guard, any of the Pawnes or of the Biſhops, or any of the Knights can alſo give a Mate: Furthermore, it is certaine that a Mate may bee given in any Houſe of the Field: Now there are 64. Houſes: Then you will ſay, there muſt bee as many Rules, to bring to paſſe that the King may bee Mated in any of theſe Houſes, and when you have proved that, then you muſt bring forth ſo many ſeverall rules, as there are men in the Field, becauſe they all can upon guard give a Mate; after all this, I will demand rules how to give a Mate by diſcove-

ry,

ry, and then you must finde mee as many Rules for that: by reason every man may discover, whereby a Mate may be given. Thus mayest thou see (*gentle Reader*) by what I have shewed thee, that if there be a Rule for this Game, there must also be more then one; and if more then one, more then one hundred: But since I knew the Game to this day, I never could meet with any man, that could shew mee any one Rule for it; and indeed the playing of it, is according to the purpose of them that play, and not after any prescribed Rule: which if any man would tie himselfe to observe, I would assure my selfe, if hee would play against mee, without marking my comming forth against him (but following still his Rule) that I would give him the Mate, doe what hee could.

The

THE SECOND PART.

Consisting of Precepts and Advises, for both the Assailant and Defendant, how to begin to play: and first,

Of the first Draught, who ought to have it, and what it ought to be.

CHAP. XI.

NOw that I come to deliver thee some short precepts or advises concerning thy playing at this Game, thou oughtest first of all carefully to remember and call to minde, what hath bin said before, concerning the severall draughts or removes of the men, how they take their Enemies, and guard each other; then how they check the

checke the adverſe K. and upon guard (or ſometime without guard) mate him: And conſequently, thou muſt underſtand that it is an advantage to play firſt; that is, to have the firſt Draught, no leſſe then in a Fight to ſtrike the firſt blow: which, I ſuppoſe, no man but had rather give then receive, and better it is to be aſſailant then defendant. To know therefore to whom the firſt draught doth belong doe thus; Your men being all placed, as I have taught you, take up of either colour one Pawne, and ſhuffling them in your hands under the table, take privily the one into one fiſt, and the other in the other fiſt, which cloſed, offer to your Play-fellow, and looke whether fiſt he chuſeth, if his owne Pawn be therin, his is the firſt draught, if otherwiſe, it is yours.

Some lay a Pawn down in the middle of the Cheſſe-board, and with an eaſie touch to the foot, wheele him

about and into what colour the foot of it doth reſt, he is to play firſt, whoſe men are of that colour: But when a game is ended, and a Mate given, he is to have the firſt draught for the next Game, that gave the former Mate. Now for thy firſt Draught, what it ought to bee: Some that play well will remove their Kings Knights pawne one ſingle remove, that is, to the third Houſe in his owne File, thereby for their next draught, intending to place their Kings Biſhop where that pawne ſtood, and ſo having removed away their Kings Knight, to change as faſt as they can, to make their game the ſtronger: and ſome will play their Kings Rookes pawne firſt, a double draught, that for the next draught, having playd their Kings Biſhops pawne a ſingle draught, they may play out their Kings Knight under that firſt removed pawne with leſſe danger, having there a ſafe retrait

for

or him at his need. Others and moſt hat can play well, doe remove their Kings pawne firſt, a double remove, hat if they be not prevented by the dverſaries playing the like play, hey may ſtill move that Pawne for- vard with good guard, for hee will rove very prejudiciall to the adverſe ing. Now that pawne indeede I would have thee to remove for thy rſt draught, but not ſo venturouſly s a double remove; becauſe unleſſe hou canſt cunningly guard him, then hou art like (by the Queens comming rth upon him,) to loſe him with checke to thy King, to the great ha- ard of thy Kings Rooke: but play thy ings Pawne one remove onely, that hou mayſt give way to thy Queene to me forth one way two houſes aſlope, nd to thy Kings Biſhop to come rth the other way three houſes ſlope, and ſo put thy adverſary upon is negligence, in danger of a Schol-

lers Mate. Now it is ill to play the B
ſhops pawn firſt, and worſe to play th
Queenes Pawne firſt, for many reaſo
that I could tell thee, and as the L
tine Proverb intimateth, ſaying: *An*
Reginam noli deponere primam.

Of playing the men in guard each of oth
and of warineſſe in retreating.

CHAP. XII.

NOw he that is deſirous to practi
this Game, muſt obſerve diligen
ly, if he aſſaulteth ſo to play his m
in guard each of other, that is, ſo
ſecond his pieces, that if any man h
advanceth be taken the enemy may
taken againe by that piece that guar
or ſeconds it: ſo ſhall hee loſe
man cleare, which is the undoing
a Game, when a man playeth with
equall in skill. Likewiſe he muſt ho
his places and paſſages free for retre
as occaſion ſhall ſerve, leſt negligen

pr

procure therein his overthrow.

If he defendeth likewiſe, which he muſt doe very carefully (if he findeth himſelfe not ſo well able to aſſault,) he muſt not onely anſwer the aſſault ſufficiently, by foreſeeing his enemies project, and preventing it, but alſo deviſe plots how to grieve the Aſſaylant, and eſpecially how to entrap ſuch Princes as are by him advanced, preventing their retreat; amongſt which a Pawne is the ſooneſt entrapped, becauſe he may not goe back to relieve himſelf, but Biſhops and Rooks are harder to be circumvented, becauſe they can fly from one ſide of the field to the other to avoyd perill, the Knights and the Queens are the hardeſt of all to be betrayed, by reaſon they have ſo many places of reliefe, eſpecially the Queen. Obſerve then here for a maine ſecret of this Game, that thou beeſt ſure, if it be poſſible, to have ſtill as many guards upon one piece of thine, as

thou ſeeſt thine enemy to advance o his upon it for to take it, but eſpecial ly that thy guards bee of leſſe valu then the pieces he aſſayleth withall: for then if he fall to taking, thou wil be ſure to get advantage by it: and if thou ſeeſt thou canſt not guard thy piece, but of neceſſity thou muſt loſe it, then looke about whether by advancing ſome other piece of thine in guard; thou mayſt take a farre better of his, in caſe he take that forlorne one; for ſo, many times, thy forlorne piece may be ſaved, when no meanes elſe can ſave it. As for example: if hee makes for a Pawne of thine, and thou canſt not guard him, ſee if by advancing another Pawne thou mayſt endanger a Biſhop or Knight of his, in caſe he takes that Pawne; or if he make for a Biſhop, and thou canſt not guard him: ſee whether with a guarded Knight or Biſhop, thou mayeſt endanger his Queene or Rooke: But

be

be ſure alwayes that that piece which thou advanceſt upon him to ſave another, bee guarded; elſe, both it, and perhaps the other too, might bee in danger to be taken.

Of taking firſt, and changing man for man, for following of advantage.

CHAP. XIII.

WHen an adverſe piece commeth in the way of one of thine, ſo as by it all may bee taken; conſider firſt whether it bee of like worth to thine, and next, whether it is preſently in the next Draught like to procure thee any miſchiefe; if not, and that it be not rather better then worſe, then that piece thou wouldeſt venture for it, or that thou canſt not ſee it to bee ready to doe thee any great diſpleaſure, let it alone: For as it is beſt to

firſt, it is beſt againe to take laſt, unleſs (as I ſaid) thou mighteſt either take the piece cleare, or get a better then that thou loſeſt, to take it, or at leaſtwiſe diſorder him a Pawne, in his taking the piece of thine that tooke his: But when thou haſt gotten the advantage, were it but of one good piece for a worſe, or of a Pawne cleare, then to take piece for piece as often as thou canſt, is thy beſt way, and the ſure following of thy gotten advantage.

Where likewiſe thou oughteſt to obſerve what piece thy adverſary playeth beſt withall, or uſeth moſt, & ſuch a piece bee ſure to deprive him of, ſo ſoone as thou canſt, though with loſſe of the like, or of one ſomewhat better then it, as of a Biſhop, for a Knight: For ſo a man which is chalenged to ſingle combate, will learn what weapon his adverſary is beſt skilled at, and though it were the ſame himſelf uſually handleth, yet will he be ſure to

appoint him another to fight with, therby to fruſtrate his over-great cunning, and to bring that enemy of his to a ſafer equality with himſelfe.

Of intrapping the Queene.

CHAP. XIV.

AS thy drift in playing at Cheſſe, muſt bee eſpecially to give the Mate; which is, when thou ſo checkeſt thy adverſary King, as he neither can take the checking piece, becauſe it is guarded, nor cover the checke, nor yet remove out of it: So in the meane time thou oughteſt to project, how to bereave him of ſome of his beſt pieces, as of his Queene, or of his Rooke. The way to intrap a Queene is chiefly two-fold; firſt, by tying her to her King, ſo as ſhe may not remove from him, for leaving him in check of an ad-

adverſe piece: Secondly, by bringing her to, (or eſpying her in ſuch a place, as a Knight of yours may check her King, and at the next draught take her: Thus for example may you do the firſt; Suppoſe thy adverſaries Queene ſtandeth before her King in the ſame File, no piece covering him but her, or likewiſe that ſhe ſtandeth on the ſide of her King in the ſame Ranke, no piece of theirs betwixt them: if then thou canſt bring a Rooke of thine, guarded upon her, ſo as but for her thy Rooke ſhould check the King, then unleſſe ſhe can interpoſe a piece of hers guarded betwixt her ſelfe and thy Rooke, that Rook of thine wil take her at the next draught: the like may you doe with a Biſhop, if the adverſe Queene covereth her King ſlope-wiſe: and if ſhee ſtand not in any ſuch poſture, but may be brought to it, allure her thither, with ſome unguarded piece, which ſhe for greedineſſe to take for nothing, may unad-

unadviſedly bring her ſelfe into a pack of troubles.

Now to catch the Queene with a Knight, imagine the adverſe King ſtandeth unremoved in hisowne place, and his Queene hath brought her ſelfe to ſtand in the place where the Kings Rooks Pawne firſt ſtood; eſpying her in that poſture, bring thou (if thou canſt,) a Knight of thine to check her King, in the third houſe before his owne Biſhop, and if there bee no man ready to take up thy Knight inſtantly, he wil at the next draught take up the Queene: Theſe and like wayes mayeſt thou eſpye how to get a Queene: which if they happen not by chance, as often it commeth to paſſe they doe, thou muſt endeavour with cunning to effect them.

Of ſurpriſing the Rookes.

CHAP. XV.

THe Rooks are likewiſe two waies to be ſurpriſed: Firſt, by playing thy Biſhop into thy Knights Pawnes firſt place of ſtanding, which Biſhop of thine ſhall then lurke towards the adverſe Rooke of the oppoſite corner a-ſlope, which if thou canſt at any time procure to bee uncovered of the Knights Pawne, thy Biſhop will aſſuredly take him cleare, and for nothing. The other way of ſurpriſing a Rooke, is as the way of ſurpriſing a Queene with either Biſhop or Knight, where obſerve that thy adverſaries Queenes Rooke, is ſo much the eaſier to bee gotten with thy Queenes Knight, that that Knight at his third draught may check the King,& for his fourth

fourth draught take the ſame Rooke.

Alſo for Example, how a Rooke may be taken by a Biſhop with a check to the King, doe thus onely for example ſake. Set the men: Imagine thou playeſt with the white ones, thy adverſary with the black: thou haſt removed thy Kings Pawne one draught forward: then ſuppoſe his Queenes Pawne, and Queens Rooks Pawn are both gone, ſo is thy Queenes Rooke, and now thou art to play: Put up thy Queenes Rookes Pawne a double draught forwards: Hee (ſeeing nothing to hinder him) takes that Pawn with his Rooke: thou checkeſt his King with thy Kings Biſhop, in the fifth houſe forwards of thy Queenes Knights File: which checke howſoever he covereth, thy Kings Biſhop will take his Queenes Rooke at the next draught. Thus and many ſuch wayes, may a Rooke be ſurprized.

Of a Forke.

CHAP. XVI.

A Pretty way alſo to get a great man for a Pawne, is, when you ſpy two great men of your Adverſaries ſtanding in one and the ſame Ranke, and but one Houſe betwixt them: then prepare a guard (if you have it not ready,) for a Pawne, which you ſhall bring up to the Ranke, next to them in the middle or front of both of them, and aſſuredly, howſoever he ſave the one, your Pawn will take the other: as for Example. Imagine a Biſhop and a Knight of thy adverſaries, to ſtand in this or the like poſture, to wit, his Queens Biſhop in the fourth houſe of the ſame Queenes Biſhops file, and his Kings Knight in the fourth houſe of his Queenes File: ſeeing

ing them ſo, play thou up thy Queenes Knights Pawn, one ſingle draught, and at thy next draught thy Queenes Biſhops Pawne a double draught, and howſoever he doth, he ſhall loſe either Biſhop or Knight, for that Biſhops pawne of thine: This is called a *Fork*, you may call it a *Dilemma*.

Of a Diſcovery.

CHAP. XVII.

A Check by diſcovery, being one of the prettieſt tricks thou canſt put upon thy adverſary at Cheſſe, and moſt hurtfull unto him, thou muſt bee vigilant to eſpy the occaſion for to bring it about, which may be thus: See when his King is weakly guarded any way, or not guarded at all, that is, eaſie to be checked: then before thou bringeſt thy piece that may check him there,

there, bring ſome other piece in that courſe, that Checks him not: afterwards bring that piece of thine there that will check him, thy firſt brought piece being away; and then as ſoone as thou canſt, remove away that former piece where it may moſt annoy him, crying withall, check by diſcovery of thy laſt brought piece; which hee being forced to cover, or to remoove from it, thou mayſt with thy peece, (which thou removedſt from between the Checke) doe him againe a worſe miſchiefe at her next draught. As for Example ſake:

I will ſuppoſe thou playeſt with the white men: hee mooves firſt; to wit, his Kings Pawne forwards a double Draught, thou anſwereſt in the like play: Hee playeth out his Kings Knight, in front of his Kings Biſhops Pawne, Thou doeſt the like with thine: That Knight of his takes thy Kings Pawne, thy Knight takes his

like-

likewiſe; he advanceth the Queenes Pawne one remove, to take or chaſe away the Knight; Thou playeſt up thy white Queene, one remove before thy King, to threaten likewiſe his Knight: Hee had rather ſave his Knight from thy Queen, then take thine with his Queenes Pawne, therefore playeth him away into a ſafer place; Thou playeſt that Kings Knight of thine, in front of his Queenes Biſhops Pawne, and therewithall cryeſt *Check*, by diſcovery of thy Queene; which Check by diſcovery, let him cover how hee can, thy Knight will ſurely take his Queene, at thy next Draught.

Many other wayes may a diſcovery be brought to paſſe, and often times a Mate given by it, which is the nobleſt Mate of all.

Of making a new Queene.

CHAP. XVIII.

THe loſſe of a Queene cleare, or for any piece but a Queene (yea, for any two pieces elſe) is ſo deſperate a weakning to a Game at Cheſſe, as who ſo hath got that advantage, if he be but of indifferent equall skill with his adverſary, it is ten to one of his ſide, that he winneth the Game: yet as long as there are Pawnes left on either ſide, there may be hope of making a new Queene; and if ſo, of reviving the livelihood of the Game. To this effect, labour even from the beginning of the Game, to bring off thy Pawnes one or more up to thy adverſaries ſecond ranke, which is the ſeventh from thy firſt, and there guard him well againſt ſuch neede: The beſt

beſt piece next to a Rooke, to guard a Pawne long, for ſuch a purpoſe, is a Biſhop cloſe to him upwards aſlope, for ſo they guard each other forward and backward, but a Rook on the next File of either hand that Pawne thou intendeſt to make a Queene of, guardeth him ſafely, eſpecially from the Kings incurſion, if the Rooke ſtand in a File betweene the adverſe King and thy Pawne. When thou haſt a Pawn at that paſſe, then get the houſe before him in the eighth Ranke void as ſoone as thou canſt, though with loſſe of a very good piece, and carefully looking that no adverſe Piece may take thy Pawne, as thou advanceſt him there, play him up to that eighth Ranke, where hee no ſooner commeth, but hee hath all the power and faculty belonging to a Queene: even as if thou hadſt inſtead of that Pawne, playd thy firſt Queene thither. Alſo two Pawns, in Files next one to

the other, and playd up close together, first one forward, then the other, is a strong way for to make a new Queene, specially if one of them be guarded underneath by a Rooke: for so they will force their way forward afore them, neither can any of them be taken without great difficulty and important losse.

Of the Schollers Mate.

CHAP. XIX.

NOW to describe here unto thee *(Reader)* the playing of a whole Mate by every particular draught, as betweene two good Players, would be over tedious for this place, and to no great purpose neither, but onely to shew thee occularly the Draughts, Guards, and Checks of all the men, where-

whereof thou art already ſufficiently inſtructed: yet the pleaſure of one ſhort mate or two, I will give thee heere: and firſt, the Schollers Mate, which unprevented thou mayeſt thus give at foure Draughts.

The men being ſet, and thine the firſt draught (ſuppoſe) thou advanceſt thy Kings Pawne forward one ſingle remove: thy adverſary gallantly playeth his Kings Pawne out forwards a double remove in his owne File: thou for thy ſecond Draught commeſt forth with thy Queene upon that Pawne, placing her in the fifth Houſe forward of thy Kings Rookes File: he to guard that his Kings Pawne, playeth forth his Queenes Knight into the third Houſe of his Queenes Biſhops file: thou hoping hee will not ſee the attempt, bringeſt forth thy Kings Biſhop for thy third draught, which thou placeſt in the fourth Houſe of thy Queenes Biſhops file: Hee not

perceiving the drift, and thinking all ſecure, makes for thy Queene, with his Kings Knight, which for that purpoſe, hee playeth in front of his Kings Biſhops Pawne, either to take her, or chaſe her away; thou glad of that loſeſt no time, but taking up that Biſhops Pawne with thy Queene, for thy fourth draught, giveſt him that Mate which becauſe none but a rawe Scholler at Cheſſe-play, but might have prevented, is called a Schollers Mate: the *French* calls it *Le Mat du Bergier*, the Shepheards Mate: as implying, if Peaſants would bee Cheſſe-players, ſuch a Mate might a man ſoone give them. Yet howſoever, it is good play to bring forth your men for it firſt: for though a good player will eaſily prevent it, yet if your men can abide by it a while, you may thereby eſpy at one time or other, an unlooked for advantage, and perhaps that very Mate too.

Of a Mate to bee given at two Draughts.

CHAP. XX.

MEeting with an eaſie Gameſter, thou mighteſt likewiſe give him a Mate at two draughts, if he ſhould chance to play thus: Firſt, to remove his Kings Biſhops Pawne, a ſingle draught (which I told thee before, was ill to play for the firſt draught) thou thy Kings Pawne a ſingle remove: he for his ſecond draught, his Kings Knights Pawne, advanced a double remove: thou bringing forth thy Queene, into the fifth Houſe of thy Kings Rookes File, giveſt him Mate at thy ſecond draught: which Mate for him that hath it given him, may well (if the Scholers Mate be cal'd the Peaſants Mate) be termed the fools Mate.

Of a Blinde Mate.

CHAP. XXI.

A Blinde Mate is, when thy Adverſary giveth thee a check, ſuch as thou canſt not avoyd, by either taking up the Checking-piece, nor by covering the Check, nor by removing thy King from it, which is indeed an abſolute Mate; but inſomuch as hee not ſeeing it to be a Mate, cries onely *Check* to thee, it is therefore called *A blinde Mate*, as who ſhould ſay, a Mate given by a blinde man (at leaſt in skill.) And ſome there are that would have it the loſſe of halfe the gotten ſtake, for him that giveth it; their reaſon being, That a Blinde Mate is a Mate but as a blinde Horſe is a Horſe: for which there is no reaſon a man ſhould pay ſo deare, as for

a perfect ſighted one : But yet unleſſe you make it ſo at firſt betweene you, that is, agree beforehand it ſhall be ſo, a Blinde Mate is a Mate by play, and the utter loſſe of the Game and ſtake both, for him that hath it given him, albeit ſomewhat diſhonourable to him that giveth it : It ſeeming to appeare that Fortune (which is to have no part in this play,) hath favour'd him more than his skill.

Of a Stale.

CHAP. XXII.

A Stale may bee tearmed a monſtrous Mate, that is, a Mate, and no Mate ; an end of play, yet no end of the Game : becauſe this Game ſhould end but with a Check-Mate. It is not honourable for him that it is given to, but both diſhonourable and dam-

dammageable to him that giveth it; For the first institutors of this Game, have decreed it the losse of Game and Stake to him; and thus it is effected.

When his King that hath the worse of the Game, and is distressed, is brought to that passe that now hee hath but one place left for him to fly unto; and the pursuing King his adversary is so unadvised as to barre him of that place, or stoppe it without checking him, that distressed King being then not able any way to remove himselfe but in a check, and having no piece else of his owne that hee can play, then it is a Stale, and as I said before, a lost Game for him that hath brought it to that passe. Therefore let him that followeth the flying King, not forbeare to give him Checke, so long as he seeth him to have a place to flee to: and when he seeth, that checking him, hee hath no place to shun

his

his Checke, then let him boldly cry to him *Check-Mate*: ſo ſhall hee win the Game and ſtake with credit, and be freed from bluſhing at a diſgracefull Stale.

Of a Dead Game.

CHAP. XXIII.

A *Dead Game* hath thus much of the nature of a Stale, that it makes an endleſſe end of the Game, both the Gameſters having loſt their labour, and ſaved their ſtakes: but for aſmuch as hee that makes it ſo, not only had no advantage of his adverſary, but rather the worſe of the Game, being the Defendant, it is therefore both tollerable, and excuſable; for he hath done, as the Law ſpeaketh, *Se defendendo.*

It is thus brought about: When the

the Aſſaylant thinking to have got ſome Advantage, falleth to take all that commeth to bee taken, exchangeth careleſſely man for man: it happeneth that eyther King hath but one man apeece left him, the Aſſaylant following his eager purſuit, taketh his Adverſaries man, not regarding that his King is in ſuch poſture as hee may take his alſo.

Thus both the Kings being deprived of all their men, having not ſo much as one alone left them, the Game is ended, without end; becauſe the Kings cannot come ſo neere one the other, as one to lay up another.

Of the two therefore hee hath the more credit, that having the worſe of it before, brings it to a dead Game though both of them doe ſave their Stakes.

Of

Of the Civill Carriage to bee uſed in playing at this Game, which is

The Concluſion.

CHAP. XXIV.

HAving thus like a faithfull friend to the *Game at Cheſſe*, conducted it along, even to her end and death (our laſt Chapter treating of a *Dead game*) which yet for the worthines thereof, I wiſh (for a Game) to live ever: And having likewiſe faithfully, and, as farre as in mee lay, induſtriouſly taught thee, Reader, what ever belongeth thereunto, to make thee with a little practiſe (without which no Art or skill can ever bee obtained) able ſufficiently to play thereat, for thy honeſt recreation; I will now conclude this little Treatiſe, with a word of

of admonition, which I truſt thy gentleneſſe will take in no evill part at my hands, and thus it is:

Whereas the truth of this morrall ſaying, is knowne to all that know any thing; to wit, *Whoſoever hee bee thou ſtandeſt in contention withall, him for that time doeſt thou therein make thy equall:* It notwithſtanding often falleth out with ſome, that for thinking (or knowing) themſelves greater perſons then ſuch as they admit to play with them, they looke they ſhould obſerve them, and deferre unto them in all things; whileſt they will take licenſe in many things, to doe and behave themſelves farre otherwiſe then the indifferency and law of the Game doth allow of, or common civility permit, which in them ſavoureth ranke of inhumane arrogancy.

This I ſay, is ſeene with many, when being like to loſe a Game, they fall

fall to cavelling, wrangling, paultering, yea, and ſometimes growing to ill language with him they play withall: wherein they deale ſo undiſcreetly for themſelves, as for the lucre or ſaving of a little money (a trifle) to diſcover their naturall inclination, not to be free from a touch of an ill diſpoſition.

This, *Reader*, wiſh I thee to avoyd in playing at this Game, being a ſport of vertuous Society, although thou playedſt with one farre thy inferiour: it being no diſgrace for thee, or any, to be overcome by induſtry, in whom ſoever it lyeth, as thoſe that are truly valorous themſelves, love valour even in their enemies.

Doe not therefore at no time that thou playeſt at this Game (out of a conceit, as I ſaid, that any thing becomes thee well; ſtand ſinging, whiſtling, knocking, or tinkering, whereby to diſturbe the minde of thy adverſary,

ry, and hinder his projects; neyther keepe thou a calling on him to play, or haſtening of him thereunto, or a ſhewing of much miſlike that he playeth not faſt enough: remembring with thy ſelfe, that beſides that this is a ſilent Game, when thy turne is to play, thou wilt take thy owne leiſure; and that it is the Royall Law ſo to deale with another, as thy ſelfe wouldſt bee dealt withall.

And now to end alſo all other controverſies that might befall betweene ſuch as can play already, or that by this Booke may hereafter learne to play, as many things (even among good players) fall often to bee controverſed in this Game, Some ſtanding upon the *Spaniſh* manner of play, ſome on the *French*, and ſome upon the *Engliſh*, in all which there is diverſity; I have here added in the end, a *Moderatour*, or *Pronouncer* of the Lawes of Cheſſe-play, which in a word

word, and with a briefe reaſon, (this little Volume, not permitting to write what a man might thereof,) ſhall reſolve all thy doubts, and ſtill all contention; that ſo this Game may bee made as certaine, as it is known to be delightfull.

All which if thou acceptest but with kinde courteſie, it ſhall not repent me to have taken a little paines, to procure thee ſo great a delight, as this Noble Game, ſo playd and ſo uſed, as I have here taught thee, will at all times of thy vertuous recreation, yield and afford thee.

(**)

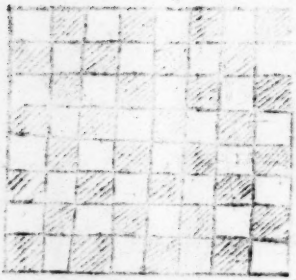
The diverſity of Mates.

The Queenes Mate, a gracious Mate.
The Biſhops Mate, a gentle Mate.
The Knights Mate, a gallant Mate.
The Rookes Mate, a forcible Mate.
The Pawnes Mate, a diſgracefull Mate.
The Mate by diſcovery, the moſt induſtrious Mate of all.
The Mate in a corner of the Field, Alexanders Mate.
The Mate in the middeſt of the Field, an unfortunate Mate.
The Mate on the ſide of the Field, a Cowards Mate.
The Blind Mate, a ſhamefull Mate.
The Stale, a diſhonourable Mate.
The Mate at two Draughts, a Fooles Mate.

The Moderator at Cheſſe:

OR,

The Lawes of Cheſſe-play.



THE THIRD PART.

Which is,

THE MODERATOR

At Cheſſe,

OR,

The Lawes of Cheſſe-play.

6.

WHereas Pawnes may bee plaid a double remove forward for their firſt Draught, yet no Pawne may enjoy that priviledge without leave, on whoſe next file on either ſide, a Pawne of your Adverſaries is already advanced, ſo farre as your fourth Ranke.

Becauſe your Pawne may not paſſe his Pawnes guard.

1. What man or piece ſoever of your owne you touch, or lift up from the point whereon it ſtandeth, that muſt you play for that draught, if yee may: and into what Houſe or place ſoever you ſet your man, there muſt you let it ſtand for that Draught: according to the ancient ſaying, Touch man and goe, out of hand and ſtand:

Becauſe, beſides that the contrary were Childes play: were you allowed a two-fold ſtudy on every Draught, you would make the Game not tedious only, but intollerable.

2. If you take up your adverſaries man, and before you ſet your piece in place thereof, thinke beſt to let it ſtand untaken; you muſt kiſſe the foot thereof, and cry him mercy, or loſe the Game:

Becauſe, you deſerve to pay for the Surgery, if you breake a mans head, and will not give him a Plaiſter, which

is

is but ſmall amends.

3. If your Adverſary ſhall play a falſe draught, and you ſpye it not before you play your next Draught after it. It will then be too late challenging him for it:

Becauſe, dotage is faire play.

4. If, by miſtaking, you play a falſe Draught, and your Adverſary for his advantage lets you alone with it, and playeth his next draught, you cannot then recall it:

Becauſe, the harme ſuſtained by falſe dealing, is but ſelfe done and ſelfe had.

5. If at firſt you miſplace your Men, as the Queene in the Kings place, the Knight in the Biſhops, &c. and ſo play ſome few Draughts, and then ſpy it; it ſhall be in your adverſaries choice whether you ſhall ſo play out your Game, or begin it new againe:

Becauſe, it may be imagined you

did ſo of purpoſe to try his wit, or worke upon his ſimplicity.

7. Whereas the bringing up of a Pawne of yours to your Adverſaries firſt Ranke, in any of his Noble Houſes, is the abſolute making of a Queene; yet you ſhall make no Queene of that Pawne, unleſſe your Queene bee already loſt: but you may there make it what piece elſe you pleaſe, that already you have loſt.

Becauſe, as no two Generals in one Army, neither two Queenes in one Kingdome: and monſtrous it were, to play this Game with more pieces of one ſort, then it conſiſteth of at firſt.

8. So ſoone as your Pawne toucheth (by a true Draught,) your Adverſaries firſt Ranke; that is, commeth to any of his Noble Houſes, it hath the name and full power of an abſolute Queene, (yours being formerly

merly loſt,) and there may check, take, guard, and from thence goe, with as abſolute a power, as might your former Queene:

Becauſe that place is her Throne, where but once ſet, ſhe receives the fulneſſe of power belonging to a Queene.

9. Any new made piece elſe, doth in the like faſhion Checke, take, guard, and goe at full liberty, in his very making:

Becauſe it is the high reward of his vertuous endeavour.

10. The King may change or ſhift with either Rooke (his owne, or his Queenes) at any time, either before check, in check, or after check; ſo long as neither hee, nor the Rooke he will change withall, hath yet ſtirred any draught.

Becauſe, his Prerogative is, hee may remove a double Draught towards the Rooke, for his firſt draught

which

which he may not be barred of, untill his first remove be past.

11. The standing of the King in his shifting ought to be certaine, and not as you please to place him, as some play it:

Because nothing must bee doubtfull in this Game: and if in the Kings remove, his *Gifte* bee not certainely knowne, who shall prepare to give due attendance?

12. The Kings place of standing, in his shifting with his owne Rooke, is in the Knights place; This is, in the House where the Kings Knight first stood in: but shifting with his Queenes Rooke, his place is in the Queenes Bishops House:

Because, these are the second Houses from him towards either Rooke.

13. The Rookes place of standing, in shifting with the King, is (for the Kings owne Rooke) in the Kings Bishops

Biſhops place or Houſe; and (for his Queenes Rook,) in the Queens Houſe, or place:

Becauſe, the Rooke muſt then poſſeſſe that place which the King ſhould have ſtood in, had hee removed but a ſingle Draught towards the Rooke.

14. The King in ſhifting may not goe into a Checke, nor over a Check: That is; no place that the King paſſeth over, or goeth to, in his ſhifting with a Rooke, muſt then bee proſpected, or checked, by any adverſe piece; If it be, the King is barred the Prerogative of his ſhifting, untill that check firſt be covered:

Becauſe, the King cannot ſecure himſelfe, in running into the danger of an enemy.

15. If your Adverſary playeth or diſcovereth a check to your King, or ſuffereth you to play your King into Check of ſome piece of his, and crieth

crieth not Checke to you; you may then chooſe to let your King ſo ſtand, or ſo to play him, for that Draught:

Becauſe, it is a blinde Checke, or a Check unſeen.

16. But if your King ſtandeth in the Check of any adverſe piece, and you play, or have played, one Draught or more without avoiding that Checke; your Adverſary may cry *Checke* to you when hee liſteth, and for your draught then, make you to avoid that Check you ſtand in; though perhaps at that time, to your very great perill:

Becauſe, a Checke being ever dangerous, you ought to bee as carefull to avoid it, as to give it.

17. You may at no time play your King into the next houſe in rank or file to the Adverſe King:

Becauſe Kings may not perſonally oppreſſe either other, and muſt be allowed

lowed larger ſcope for their lodging, then private men.

18. A Dead Game, whoſoever maketh it, is the ſaving of eithers Stakes.

Becauſe, where none is winner, neither can any be a loſer.

19. If any man (therefore) ſhall condition by wager, that he will give Mate, or win the Game, and the adverſary brings it to a dead Game; though he ſave the firſt Stake, yet hee ſhall loſe the wager.

Becauſe he undertooke to do, what by him cannot in that caſe bee performed.

20. Whoſoever will give over the Game unfiniſh'd, without the conſent of his Adverſary, muſt loſe his Stake:

Becauſe you may not fruſtrate a mans time and induſtry.

21. Whoſoever hath a Blinde Mate given him, loſeth the Game,

no

no leſſe then hee ſhould his life, that were ſtrucken to death with a blinde Horſe:

Becauſe a blinded Mate, is a Mate even as a blinde Horſe is a Horſe.

22. Whoſoever giveth a Stale; which is, when the diſtreſſed King uncheckt, can remove no where but in Checke, and hath no man elſe to ſtirre, loſeth the Game and his Stake.

Becauſe hee hath unadviſedly ſtopped the courſe of the Game, which is to end onely by the grand *Check-Mate.*

FINIS.